The story behind the doors.

3

For 3DO Enthusia

Reviews:
- Space Hulk
- Blade Force
- Mazer
- Iron Angel
- Ballz
- C.P.U. Bach

Plus
- Ballz Guide
- Mazer Secrets
- An interview with Mike Ditka

"TO SURVIVE IN THE ZONE YOU BETTER

BE REAL GOOD

OR REAL LUCKY."

A REAL Experience From The REAL 3DO Zone™, Jimmy "Whadda-Bout", CA

3DO

GEX™

Free with purchase of the Panasonic REAL™ 3DO™ System.

Wanna' know about the zone? I'll tell you about the zone. It's a wild place man. You got needle neck ninjas, assorted alien mutants and in your face sports. Yeah, it gets real nasty. A couple of rounds of testosterone producing action and your blistered thumbs will be smokin'. And the only way to get in there?... with a REAL 3DO System. You know, the one from Panasonic. Crazy-cool 3D graphics, slammin', full motion video and CD quality sound that'll have your earwax pouring out like lava. You best bring a change of undies if you're goin' zonin'. See ya.

Panasonic

R·E·A·L™

3DO INTERACTIVE MULTIPLAYER™

3

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46 Mike Ditka on QuarterBack Attack

The legend of the gridiron is using his coaching ability to help create a new sports title for the 3DO system. Listen as Coach Ditka describes what he hopes for this newest title from Digital Pictures.

Editorial

The 3DO Company is up to something.

On August 11, 1995 I was fortunate enough to be included in a group of editors and reviewers for a one day event at The 3DO Company. In a few short hours, the members of our small group of industry snoopers were shown several new games as well as a few we had seen and were still waiting for—Killing Time was on the tour with a new delivery date of October.

The 3DO team members did their best to make sure that everyone in the group got to see the new products in development and ask questions of the developers. Aside from some of the long awaited titles such as BladeForce, we were also shown new hot products such as Decathlon, an action sport title due in the first Quarter of 1996.

What was interesting about this particular tour was the proximity of the developers. We were able to ask each team questions about the game from the ground up. This also allowed the developers to see where our thoughts were and even ask us what we would like to see developed in the game.

The team working on Decathlon were extremely proud of the high level of graphics they had been able to incorporate in the game. They had used a motion capture technique with actual athletes to get a level of realism that went beyond what we had previously known. I believe they were even more proud of the fact that this game, which can be played in four languages, will be available in time for next year's Olympic games.

By noon, the 3DO people had moved us through the hands of each of the development teams and we had seen a great deal of the new titles coming from Studio 3DO and their partners for this holiday season. However, everything that we had seen was being done on the original 3DO system. We still had not seen anything on the newer M2 product.

What this demonstrated to me was that while we are all clamoring for the latest M2 release, many developers are still breaking ground with the original 3DO configuration. During our tour, we met at least three different development teams that had created their own 3D graphics engine for their 3DO titles. This means there are at least three different ways for developers to utilize the 3DO system for 3D graphics. In fact, there are probably more since we were only interviewing the teams currently at 3DO headquarters.

M2

The news of M2 was both exciting and disappointing. While the development schedule of M2 is currently on track, The 3DO Company has decided to withhold the release of M2 until there is sufficient software to utilize it. More than one 3DO employee told us that they had learned their lesson, not only from the 3DO platform's initial release, but also from watching the disastrous results of Sega's launch of the 32X.

Late in the afternoon, our group was assembled and spirited to the engineering labs that were developing the final stages of M2. One interesting stop was a demonstration of the way M2 has been improved over the last six months. While the specifications have remained the same, the engineers have been able to reduce the size of the circuitry by at least half. Not only will this make the new M2 more efficient than the older version, it will also make it more cost effective.

There were demonstrations of M2's video ability as well as a quick over the shoulder look at the MPEG sound capabilities of the new unit. Needless to say, the small band of industry critics were more than a little impressed.

Company Meeting

The tour ended with a chance to sit in on the Friday night company meeting led by Trip Hawkins. Apparently every Friday, the entire company meets after five in the center of the main building to hear what has been accomplished over the past week. Awards are given to deserving employees and notice is made of news events that promoted 3DO. What mainly came across about this corporate coming together was that The 3DO Company has remained a team of very talented people who are held together for one goal—to better the 3DO platform.

Needless to say, I was impressed. The 3DO Company has matched their competitor's efforts with more product, better design, and a company filled with people to make it happen. This day brought that message home to the writers who will be reviewing everyone's new games this season. I believe it will make a difference.

Sincerely,

Don Hicks
Managing Editor

"THE LUCKY

ONES ARE DEAD."

An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D

"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side." ◼
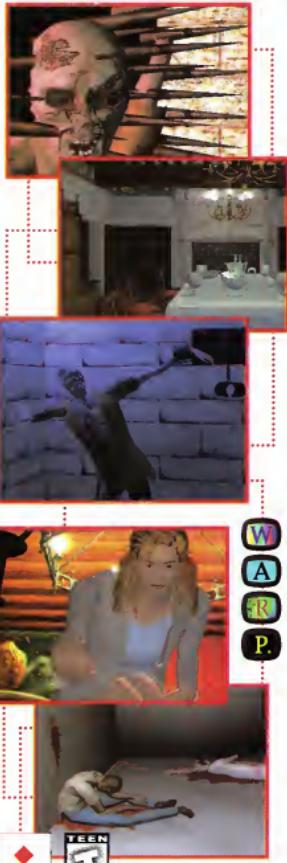
Panasonic
Software Company

3 Readers' Forum

Dear 3,

I've owned my 3DO for about six months now. One of the reasons I bought it was for the great sports games (John Madden, FIFA Soccer), and the great sports games to come. Slam 'N' Jam is great and I'm happy to see that PGA Golf, NHL Hockey, and other sports games will be coming out this fall. Do you have any news of a new John Madden football, or a baseball? I think that would put 3DO over the top in the sports market. They would also sell very well.

Sincerely,
Mark C.

Sorry Mark, currently there is no word on an update for John Madden football. However, pigskin fans may enjoy the personal-point-of-view title due soon from Digital Pictures, QuarterBack Attack with Mike Ditka. While QuarterBack Attack does not involve the level of strategy of John Madden, it does offer a first hand view of the gridiron that few of us ever get to see. In addition, check out Foes of Ali which brings a close-up view of the boxing game to the 3DO system.

Dear 3,

This letter is regarding the review of GEX by Kraig Kujawa. Two paragraphs were dedicated to nit-picking and unjust complaints by Mr. Kujawa. First, he complains that there are not enough levels in this game. The first time I played it took me four days to complete; believe me, there are plenty of levels - thank you.

I suppose Mr. Kujawa is craving another Super Mario type game since he mentioned it twice in his article. Mr. Kujawa even complained that the menu and map interface is not user-friendly. When you are on the map screen, press the Start button to bring up the inventory list which, by the way, has a rotating question mark that

explains how to play the game.

Other question marks appear in key locations within the game itself to give further help. I am surprised that Mr. Kujawa did not mention this. I would appreciate reviews that don't complain why this game is not like a Super Mario, Sonic or Donkey Kong. I like GEX the way it is.

I am also surprised that Mr. Kujawa failed to mention the vast amount of special power-ups such as Fire, Ice, Electric, Invincibility, Super Jump and Super Speed. Remember, a good review will help sell this game. P.S. Games like Super Mario are easy. They don't require you to find hidden Remote Controls and Video Tapes and are not as challenging as GEX.

Brian

In defense of Kraig, no one discovered the secret codes in time for his review in the June/July issue of 3. However, the codes were published in our August/September issue. As far as nit picking, you have a point. We believe the problem is more a point of view than anything else. Many authors do not want to only say how great a game may be, they also want to appear unbiased by reporting flaws they have discovered. Some flaws may seem petty to the rest of us, but they are an honest attempt to completely cover a game.

Dear 3,

First of all, I'd like to complement you on the job you've done with this magazine. It really is a treat to read. I have a couple of questions concerning Mortal Kombat 3 and the M2. In your June/July issue, your editorial on the M2 said the arcade ports would be available on the day of launch. Is MK 3 included on that list? Also, I was wondering if you would be able to customize your controller the way you

wanted it (such as in the Playstation version)? Well I guess that's it. Great job again on the magazine, and keep up the good work.

Sincerely,
Vince Rockford

Unfortunately, The 3DO Company is reluctant to name the products currently in development for M2. Another problem is that, although M2 development is on track, 3DO has decided M2 should not be released until there is software for the upgrade. According to several industry observers, software developers should have titles ready by the first quarter of 1996.

Dear 3,

I have a lot of accolades for the 3DO platform, the M2 is a blockbuster I just hope the price is not too high. Now for the bad news—lots of room for improvement. I don't feel the games are taking full advantage of the 3DO's power. For example, StarControl II should have had live actors instead of cartoon-like drawings. The conversion games like Syndicate should have had that 3DO flavor added into it to make it different from the rest, i.e. Ballz: The Director's Cut.

Another thing, being a current Amiga user I know a little about this one. Advertise, advertise, advertise—show the games that are available only for the 3DO, everyone else does. Let people know the large library of software that the 3DO enjoys and the power the new M2 will give the 3DO—don't let this platform go the way of the Amiga, Atari, so on and so on. Show people that the 3DO is out there or the platform will go nowhere—Fast!!!

Harold Matthews Jr.

3

"I LOVE THE SMELL OF JET FUEL IN THE MORNING."

An Experience from the REAL 3DO Zone™, Eddie "Ah-Choo", NH

CARRIER FORTRESS AT SEA

"I'm pullin' 30 days sea duty on the Carl Vinson nuclear aircraft carrier. I can check out the aircraft, listen to the crew, sit behind the controls. Really see what makes this thing tick. 3D graphics, realistic sound, and incredible film clips are all under my thumbs. I can even try landin' an F-14 on this thing. You try bringing down a screaming Tomcat on a postage stamp doin' the hula. Hey, it's not just a CD. It's an adventure."
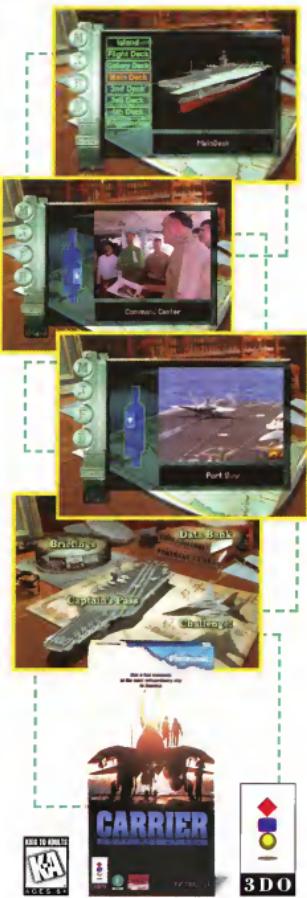
Panasonic Software Company

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3 Magazine—the First and the Best!

What's Up!

The 3DO Company Announces A New Focus, Web sites for ReadySoft and The 3DO Company, Two-Player Gun from American Laser Games

Her Interactive

American Laser Games' 9-month old division to create interactive products for girls and women has changed its name from Games for Her to Her Interactive. Her Interactive encompasses three areas of endeavor. They are developing CD-ROM games for girls, Her On-Line, a worldwide on-line service specifically for girls to be launched this fall, and finally informational or educational CD-ROM products such as the "Sure She Can!" series which will profile girls and women who follow their dreams. American Laser Games, located in Albuquerque, NM, produces arcade games and CD-ROM home entertain-ment products for PC, Mac, 3DO, Sega Saturn and Sony Playstation platforms.

Two-Player GAMEGUN™

American Laser Games has an-nounced the release of a new two-player GAMEGUN™ for the 3DO system in September. Along with this new product comes a host of new live-action 3DO™ titles, such as *Drug Wars*™, *The Last Bounty Hunter*™, and a 3-game package called *The Gunslinger Collection*, including the favorites *Mad Dog McCree*™, *Mad Dog II: The Lost Gold*™ and *Crime Patrol*™. The two-player GAMEGUN is a brightly-colored light-reading plastic pistol used in place of the 3DO game pad, and enables two people to compete against each other within the same game. The two-player feature functions with *Mad Dog II: The Lost Gold, Crime Patrol, Space Pirates*™, *Drug Wars, The Last Bounty Hunter* and *Shoot Out at Old Tucson*™. The two-player GAMEGUN will have a median retail price of $59.95. *The Gunslinger Collection* will have a median retail price of $34.95.

ReadySoft

Readysoft Incorporated proudly announced the creation of their web site. ReadySoft provides information regarding upcoming game releases, such as BrainDead 13, Dragon's Lair, Space Ace, Robinson's Requiem, and Ishar 3. The web site for Readysoft is available at http://www.tcn.net/~readysoft.

The 3DO Company Announces Plans to Diversify

The 3DO company has ex-pressed plans to diversify and expand its business beyond the dedicated game systems market. Their inten-tions are to reduce company risks, improve cash flow and increase their independence from a single market or partner. The company is also continu-ing to negotiate new partnering arrangements for its next-generation 64-bit M2 technology.

Trip Hawkins, President and CEO, was quoted, " We see demand for the M2 technology in applications that complement the dedicated game market, such as PCs, arcade systems and digital video disc players. Due to the growing interest in our M2 technology and the potential diversifi-cation of our business, it is not surprising that it is taking us longer than we originally expected to complete our M2 business plan and negotiate final partnering arrange-ments. We expect to complete our M2 plans in the coming months and believe the net result will be a stronger business for 3DO in the long term."

The 3DO Company has unveiled three areas of focus for its future

ReadySoft's newly created web site is available at http://www.tcn.net/~readysoft.

direction. They have stated their intentions for the 64-bit consumer systems, software publishing including the Internet, and the PC market.

64-Bit Consumer Systems

Their first area of focus is the M2 technology which was designed to bolster gaming performance by a factor of seven to ten over the new 32-bit systems. In order to decrease business risks and increase cash flow, The 3DO Company is pursuing consumer opportunities for the M2 architecture focusing on a key partner approach which will drive the business to success in major markets and territories. The company is also looking to obtain licensing fee income and performance commitments to support 3DO's expenses and cash needs.

Trip offered, "The year 1996 will start a transition from the 32-bit market to the 64-bit market. To ensure that we have a successful launch in the coming year, we are diligently evaluating consumer hardware partners for our M2 technology that will provide effective marketing, distribution and software titles worldwide."

Software Publishing and the Internet

The 3DO Company is placing greater emphasis on its software development and publishing operation in order to increase revenues and reduce dependence on third-party developers' release schedules. Studio 3DO is currently working on more than ten 64-bit M2 titles for next year. Titles scheduled for the holiday season include Killing Time, BladeForce, Captain Quazar and BattleSport.

On the Internet side, the 3DO Company plans on using their experience in the U S West broadband network trial to move into the growing area of Internet applications. The company is part of the recently launched U S West market trial, the largest of its kind in the country, in which a potential audience of more than 50,000 households in the Omaha area will be able to receive multimedia services. "The Internet represents an exciting new frontier for consumer entertainment," said Hawkins. "We want to exploit our technologies in architecture and software to deliver products for mass consumers over the Net."

The PC Market

To decrease the company's reliance on the consumer market, plans are to diversify its technology into PC applications. Its R&D capabilities can deliver PC products such as accelerators for 3-D graphics and MPEG. The company has an advanced multimedia R&D which can make it a leader in the upcoming 64-bit market and put it in a strong position to transfer its expertise to the current PC industry. "Historically, we have been viewed solely as a company in the dedicated game market," said Hawkins. "We believe we have technology and expertise that can be transferred to the PC business, giving us a share of the growing PC market while continuing to maintain our position in the advanced gaming market."

Art Data Interactive™ Announces Two New Releases

Shipping this Winter is Art Data's DOOM for the 3DO system. Randy Scott, ADI's CEO says, "This should be called DOOM 3 ...pause (D..O). Our 3DO version of DOOM is better than any other version, you get the original raging 27 levels plus our never before seen 4th episode with nine incredible new levels including new monsters, new weapons, new sound effects and rockin' stereo soundtrack!"

Experience The 3DO Company's Web site at http://www.3DO.com

A November release is scheduled for the interactive movie Chess Wars: A Medieval Fantasy™. Chess Wars contains full motion video battle scenes with special effects and chess logic. A cinematic introduction is used for the actors who are dressed in armor with weapons on horseback. The player is the King in this title and you must strategically deploy your loyal army in battle in order to reign victorious and receive the crown, if not you will be executed on screen in check mate.

Origin Systems will release the eagerly awaited sequel, Wing Commander® IV, for the 3DO System in the first half of '96.

"Chess Wars gives you the challenge and strategy of chess plus the drama of watching your men and queen find glory ... or death in each battle of the game!" stated Randy Scott, CEO. "We hired a three-time Emmy Award winning writer, top Hollywood effects artists, professional stuntmen, costume designers, crew, cinematographers, the works."

Chess Wars features a multimedia tutorial presented by Merlin in full motion video, digital sound and 3-D animation. Producer Carl Hartman comments, " We filmed more than a hundred different battle scenes because we didn't want to see the same capture time and again. We made each piece its own unique character with its own identity. You actually become emotionally attached to the characters throughout the course of the game, and losing a piece becomes more than just a matter of points."

Wing Commander® IV

The space epic will continue during the first half of '96 on the 3DO system with the release of Wing Commander® IV from Origin Systems. Like its predecessor it will incorporate several hours of live-action video and will feature many of the renowned actors from Wing Commander III: Malcolm McDowell (*A Clockwork Orange, Star Trek: Generations*), Mark Hamill (*Star Wars*), John Rhys-Davies (*Indiana Jones* movies), Jason Bernard (*Herman's Head*) and Tom Wilson (*Back to the Future I, II,* and *III*). Wing Commander IV's nine-week shooting was completed in mid-July at Ren-Mar Studios in Hollywood with Executive Producer Chris Roberts, the creator of the Wing Commander line, once again in the director's chair.

Terry Borst and Frank DePalma, veteran Hollywood screenwriters who wrote the script for Wing Commander

III, collaborated again to bring this story to life. The player will again take on the role of Col. Christopher Blair (Hamill). The war between the humans and the cat-like Kilrathi is over, but problems are beginning anew this time in your own backyard. There has been an outbreak of civil wars and unrest in the Border Worlds. Blair is recalled to help the Terran government stamp out the growing fires. Signs of decay are becoming impossible to ignore. The Confederation is beginning to splinter under new pressures and you must determine how to save - or if it should be saved.

Wing Commander IV sports moving camera shots and real movie sets complete with a fully-digitized interactive musical score. The graphics will come alive in Super VGA and will be much improved with photo-realistic textures on fighters. Origin states that player interactivity will be enhanced both in and out of the cockpit with even greater control of missions and drama. Once again the fate of the human race is depending on you to make the right calls.

Domark Software

Domark Software, Inc. has announced the shipping of Flying Nightmares for the 3DO™ system. Flying Nightmares, considered the first "true" flight simulator for the 3DO system, brings the gamer into the cockpit of the amazing Marine Harrier "Jump Jet," capable of vertical take-offs and landings. Nightmares features 36 missions, intelligent wing men, an array of enemies, including F-16s, A-4 Skyhawks, F-5s and the UH-Huey attack helicopter all over a real-time battlefield. "The artificial intelligence engine provides the gamer with a totally real-time theater-of-war experience," commented John Kavanagh, the producer of the title and Vice-President of Domark. Flying Nightmares will be distributed by The 3DO Company for an SRP of $59.95. You may also contact Domark for additional release information by calling (415) 513-8929 or Access Public Relations at (415) 904-7070 ext. 283.

SPACE·HULK
Vengeance of the Blood Angels

Reviewed by Jason D'Aprile

Ever since Shock Wave, I can't help but get a tingle down my spine every time the EA 3DO logo pops up on my screen. It is automatic and, with very little exception, always with good reason. EA's latest, Space Hulk, continues in the proud tradition set forth by such games as Shock Wave, Road Rash, FIFA, Need for Speed, Immercenary, and John Madden and, yet, it proves itself to be a 3DO experience all its own.

Although Space Hulk is still a first person shooter, I hesitate to call Space Hulk a "Doomer." It struck me more as a Tetsujin (Iron Angel in America) on hyperactive steroids. The corridors are dark, claustrophobic, and foreboding. The atmosphere is thick, rich, and downright disturbing at times. The game, like its characters, lumbers along in a nightmare science fiction setting with tightwire intensity as you battle hideously vicious, lightning fast aliens aboard derelict spacecrafts from millennia past. If you have been waiting for an interactive Aliens experience, then wait no longer. It's here.

Taking place in the 41st millennium, mankind has spanned the stars thanks to the Warp Drive—only to find war with a race of creatures so fearsome, deadly, and bent on survival that only the finest warriors can combat them. These warriors join forces to become fearsome Terminator squads in full battle armor.

Taking place in the 41st millennium, mankind has spanned the stars thanks to the Warp Drive—only to find war with a race of creatures so fearsome, deadly, and bent on survival that only the finest warriors can combat them.

The aliens, called Genestealers, are reptilian, six limbed, armor skinned horrors that inhabit derelict space-crafts (the space hulk of the title) and must use prey races for procreation. The similarity between the Alien from the self-named movies and Space Hulk's Genestealers are pretty obvious. Not that I'm complaining. The Genestealers literally come out of the rigging of the space hulks. They move through air shafts and leap at you with frightening speed and fre-quency. When you kill one, there is almost always more

of the 3DO. Even at close range, the Genestealers are totally animated creatures as you try to fend them off. The effect, even if it is just a programmer's trick, is almost flawless and incredible to see. Of course, after it happens five or more times in a row, the novelty wears off and you wish that you did not get such a close range view of them after all. Another realistic innovation is that, when you blow away an enemy, its blood literally paints the walls red. On the down side, it is unfortu-

to take its place. The monsters look spectacular on the 3DO system and the graphic techniques used to bring them to life has to be seen to believed.

The whole game looks fantas-tic. The corridors are detailed, the lighting is eerie and realistic, and your fellow Terminators are intricately designed with fine art, even at close range. But the biggest innovation of all is the Genestealers themselves. They look great as they are plowing menacingly toward you, but at close range, they look almost real. The in-your-face Genestealers are 3 dimensional, computer rendered creations, using the 24-bit, 16 million color graphic power

nate that some of the other enemies in the game were not given as high a level of graphic attention as the main Genestealer alien, though, as men-tioned, all game graphics look great.

The sound quality of Space Hulk is equally as impressive. The cut-scene music is striking, with disturbingly dark choral arrangements and instrument orchestrations very reminiscent of the scores of Alien, Aliens and other similar sci-fi films. The voices in the game, both of your fellow marines and superior officers, are excellent. During the game, the marines talk among themselves and to you, sharing information that is important to your mission and to your life.

Space Hulk offers plenty of missions, but is divided into two main parts: the Vigil training room and the Vengeance of the Blood Angels campaign. Within the Vigil, you can choose from a wide range of singular missions. The options offer not just training missions, but also the chance to venture through missions from the previous PC version of Space Hulk and others taken straight from the board game on which this game is based. Training offers simpler tasks to acquainted you with the controls as well as the play of the game. Training introduces you to the idea of working

When they get too close, your only option is hand-to-hand combat.

as a member (and leader) of a whole squad (ranging from two to seven members) and sometimes multiple squads which can bring the total up to fourteen.

In these Vigil missions, you are usually given command of several Terminator marines simultaneously. You must order them around and you can take direct control of any of them at anytime. Having control of several different characters at once in real-time, while battling off Genestealers, takes some getting used to and a lot of practice. Space Hulk may not appeal to those accustomed to the mindless action of Doom. It requires strategy and a good grasp of how to play the game.

The Vengeance of the Blood Angels campaign is a whole series of missions connected by a storyline. These missions are different than the missions in the Vigil. Even with the many mission types available in the Vigil, the campaign is still my favorite scenario to play. In the campaign, you take the role of only one Terminator in a squad. Unlike the missions in the Vigil, you can't switch between marines and you do not need to control them to as great an extent. You will still need to send orders to your squad members, but, for the most part, your squad will act more autonomously.

The story behind the campaign is that a huge, infested Space Hulk, made of many smaller spacecraft, has drifted out of warp and is on a collision course for Delvar-3—thus allowing the Genestealers to run rampant on the planet and further their brood. Your squad must go through this Space Hulk fulfilling certain mission objectives and, ultimately, trying to force the ship back into the depths of space from whence it came. Succeed and your

Space Hulk (Top) offers a variety of scenes and scenarios. Your basic task is to work in teams (middle) in order to successfully complete each mission. You keep track of your team members and the mission objectives by using your personal radar (bottom).

name will be immortal-
ized for eternity. Fail
and not only do you
perish, but millions on
Delvar-3 will die as well.

The main part of
Space Hulk is played from a
full-screen, first-person
perspective. Space Hulk
controls like most other 1st
person shooters. A fires your main
weapon, B fires weapon two (if
applicable) and it can parry close
range Genestealer attacks. C opens
doors and uses items (as in picking
them up and placing them). You can
glance up and down and the game
allows you to semi-sidestep in a
curving fashion which is unusual but
(as the manual puts it) allows for more
precise aim. Overall, I would have
much preferred setting sidestepping.

Pressing the play button brings
up the map screen where you send
commands to fellow Terminators,
view known surroundings, and have
access to other functions. Control for
both the map screen and the main
game are responsive, easy to use,
and incredibly intuitive. However,
when you bring the map screen up, a
countdown bar at the bottom of the
screen starts. This is called Freeze
Time and when it runs out, the game
goes back to real time again. Fortu-
nately, your Freeze Time increases
when not in use.

In Space Hulk, you will find out
quickly that your
Space Marine is
no speed sprinter.
There is no run
button and you
just lumber down
the corridors. After
seeing the body
armor these guys
wear, it is easy to see why. The
Genestealers move fast, though,
which may or may not be of much
conciliation to you.

There are not many things to
complain about in Space Hulk, but
there are a few. My main complaint is
that, when at close range,
Genestealers can (and will) kill you
with a single swipe of their fearsome
claws. One hit kills, even though your
character is supposedly wearing
superstrong, near impenetrable
Tactical Dreadnought armor. On a
similar note, close range combat
takes practice. It requires you to parry
and attack with your close range

weapon using both the A and B
buttons. For some reason, you can't
blow the alien away with your gun at
close range, instead you have to sort
of swat at it with your power fists until
it dies an impressive death. Parrying
and close range attacking is slow in
the armor and you have to be both
lucky and skillful to do it with repeated
success and accuracy.

One very annoying feature is the
tendency of the Storm Bolter gun to
jam frequently. This is extremely
frustrating during intense fire fights. I
would have liked to have seen a
higher level of intelligence in the non-
player space marines (not that they
react stupidly—they don't), though,
interestingly enough, the
Genestealers do, on occasion, display
a fairly high level of cunning and
intelligence.

Once again, EA has scored.
Space Hulk is a long, involving, and
utterly challenging piece of software.
It looks incredible, sounds great, and
plays smoothly. The atmosphere of
the game is thick and the many
missions are varied and entertaining.
There is no doubt about this one,
Space Hulk is a winner.

3

Reviewed by Jason D'Aprile

More than any other system available, the 3DO consistently provides the most immersive and compelling 3D gaming experiences ever created. Starting with Shock Wave, Road Rash, the EA Sports titles and moving on to such fantastic 3D environments as Immercenary, Wing Commander 3, P'Oed (still not yet released), and Space Hulk, the 3DO has proven itself to be the undisputed console king of the virtual world. Building and expanding on that tradition is Studio 3DO's latest title, Blade Force, and while it has some noticeable flaws that keep it from perfection, it is still one of the most intense 3D gaming environments ever made.

The Mission

You are a lone vigilante in the year 2110 working for a good scientist who charges you with cleaning up the crime ridden city of Meggagrid. To help combat the substantial forces of evil and immorality, he has equipped you with a prototypical HeliPak and a versatile gun. Essentially, you fly through the various sectors of Meggagrid, shoot the bad things, avoid enemy fire and collect life saving power-ups (especially fuel). Mindless, blasting action at its intense best, Blade Force is the kind of game you just wish your local arcade would get.

Pros

Blade Force is a sight to behold and the only game so far that comes close to the kind of unbelievably free, scoping, and open environment offered here is P'Oed. The PC and other consoles will have to wait until at least the 1st quarter of '96 before they start getting games that are, theoretically, of this kind of quality and freedom. Blade Force's feeling of breakneck, fast paced, twisty-turny HeliPak flight is fantastically enveloping and realistic. It is complete with inertial impact effects, the kick of your weapon, and plenty of wall banging.

Control for the game is intelligently presented and offers four different control pad layouts. Control is also extremely accurate and responsive. However, Blade Force offers flight stick control and the game plays so much better with the stick that if you have one, use it. If you do not have a stick, you will probably want one. The controls are easier to use with the stick and the top hat control for elevation and side sliding is a definite improvement over the standard control pad. Regardless of which controller you use, you are in for the ride of your life due to Blade Force's extreme pace, high (or low) viewpoints, and sensitive, responsive controls.

That control will, however, take
some getting used to. Spend plenty of
time in the practice round at the
beginning. It takes a little time to
become familiar with the sensitive
nature of the HeliPak. Once learned,
you will find Blade Force's flight
mechanics extremely keen and
logical.

Graphically, Blade Force is quite
outstanding, which has become a
happy given with 3DO games. The
textured polygonal landscapes are
vast, diverse, and crowded with
buildings, niches, crevices, and lots of
bad things hell bent on your destruc-
tion. The
levels in the
game are
absolutely
huge—
almost
mindbogglingly
so, consid-
ering that
this is an
arcade/action game. Blade Force
moves smoothly, quickly, and almost
flawlessly—I encountered only very
rare, split second pauses, but no
actual slowdown.

Cons

There are some problems with
graphic flicker and phasing in the
game. Wing Commander 3 had a
similar problem when you were close
to a large ship, but in Blade Force I
found it to be more pronounced due to
its crowded graphical nature. At times,
when you get too close to a wall,
some (or all) of the textures disappear
and you are looking through to the
other side. Sometimes, the graphics
(especially power up boxes) overlap
with the landscape. At times, I
discovered that enemy fire can come
right through the walls.

On a similar note, the collision
detection in Blade Force appears a
little off. You see your character at the
bottom center of the screen, but at
times you really have to struggle to
get into tight places, even though
there is nothing on the screen to
visibly block your way. It may have
stemmed from the fact that in earlier
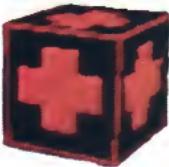
versions of the game, the character
was more in the middle of the screen
and the programmers did not tweak
the collision detection enough to
adjust to the final version's slightly
different perspective. Also, there are
times when you are shooting at a wall
(or forcefield) at point blank range and
you will somehow keep missing with a
majority of your shots.

These flaws made things
frustrating occasionally (especially
during intense enemy fire situations),

but they do not damage the overall
fun of the game. None of the prob-
lems came close to affecting my high
opinion of Blade Force.

Gameplay

Scattered throughout the
cityscape are numerous power-up
boxes to find and use. The majority of
these have lightning bolts on them.
These boxes increase both the firing
rate of your main gun and the
recharging rate of your missile

The Good Doctor is your adviser.

weaponpak. Some power-ups give you new missile-type weapons, others provide you more gun power, and some enable finite shields. Aside from the various weapon power-ups, there are ones that affect the enemy adversely as well—which is a nice original spin.

Probably the most important (in addition to weapon power-ups) are the fuel boxes. As it turns out, the HeliPak is not particularly fuel efficient and you will be spending a lot of time finding these, remembering where you saw one, or frantically looking for a new one. Use the fuel packs only when necessary and remember where you left the unused ones.

Blade Force is sonically powered by a hard rock soundtrack and atmospheric sounds such as blasting guns, helicopter whirs, and enemy hums. The audio portion of the game is very competent, but it is overshadowed by Blade Force's constant motion and impressive graphics. Opponents tended toward the boxy, geometric side, but intensive speed made this hardly noticeable. As it is, there is enough diversity of opponents to keep you preoccupied and gun-happy.

Blade Force automatically saves your game after completing a level. But, given the immense size of the various city sectors, an option to save your game in mid-play would have been nice (occasionally, even I have

The Villains

to leave my TV screen). It is not recommendable to sit in front of Blade Force for more time than it takes to complete one level. After becoming enveloped in its environment for an hour or two, Blade Force might actually cause some disorientation—which, by the way, is a real compliment.

If Blade Force had come from the arcade, then it would have been a true Killer App. As it is, the 3DO guy in me can't help but feel some hidden glee in knowing that Blade Force is an honest to goodness 3DO-only experience. Even with its flaws, Blade Force is a fast paced, highly challenging, totally entertaining, rocket-powered rollercoaster thrill ride of a game. It looks great, provides virtual complete freedom of movement through its immense levels and will keep you occupied for hours. Make no doubt about it, Studio 3DO has finally come of age. This game rocks.

3

MAZER

Reviewed by Jason D'Aprile

Mazer is American Laser Games second non live action, non full motion video game (the first was VR Stalker) and it is the start of a completely new direction for the company who brought us such titles as Mad Dog McCree, Crime Patrol, and Space Pirates. The game is a 3/4 viewpoint (or isometric) blastfest that is, in many ways, reminiscent of games like Contra, Commando, and a plethora of others that could be described as one man (or two) versus the evil empire (with only a really big gun to keep him alive). Frankly, I have been waiting for a 3DO take on the genre for a long time. Mazer's viewpoint makes it similar to Studio 3DO upcoming Captain Quazar (which, in turn,

seems more than a little based upon the arcade classic, "Escape from the Planet of the Robot Monsters"). While Mazer and Captain Quazar share a similar style of gameplay, Captain Quazar is based on a cartoon theme and there is nothing comical about Mazer.

The story, told in the opening cinema, is that Earth has been invaded by aliens who want to create cyborgs to destroy the final pockets of human resistance that still remain after their initial devastating strike. One or two players can choose from four different characters, each with different weapons

and abilities. Once chosen, you control the characters in a variety of enclosed battle arenas in an effort to free human hostages and destroy the robot energizer, which in turn creates that level's boss robot.

Control is laid out simply enough— A button is attack, B button is turbo speed, C button is personal shield and Right Shift is jump. Attacks vary between characters and also depend on your distance from the enemy. All characters have certain close range, mid-range, and long range attacks, but they all involve either shooting or punching something. Your shield is very finite and slowly fades away with use, but it can also be used as a close range weapon. Turbo speed makes you move much faster, jump further, and it increases attack damage, but it is finite as well (represented by a turbo bar below the health monitor bar).

Each character also has his own special attack, usually performed by pressing A and C simultaneously. The game would have been better served if the special moves could have been activated by pressing the unused Left Shift instead. Simultaneous button pressing can be trying at times— especially when surrounded by killer robots. Two of the characters can even teleport by pressing the Right Shift and C button simultaneously.

Mazer has about 15 levels to complete, plus timed bonus rounds where you can acquire power-ups for the next level. Throughout the actual game levels, power-up icons appear fairly regularly when killing opponents or rescuing hostages. The power-ups range from extra health, turbo, and shields to tri-attack, rapid fire, and a super shield which destroys all lesser enemies on the screen. Also, when your health gets too low, a teleport pad will appear on the floor to regenerate your health, turbo, and shield by about 20%.

Graphically, Mazer is good, though not outstanding. The graphics are clean and Mazer scrolls, zooms, and scales to keep up with the action. Mazer has a nice soundtrack and the sound effects are decent as well, though the yelling, especially from the bosses, gets annoying after a while. The player characters are all digitized actors, while

Mazer's 15 levels are battled over a series of sites, each becoming more difficult as the levels increase.

the enemy robots are computer generated.

With all the elements of classic mindless action gaming, Mazer should have been, in the least, an involving, entertaining actionfest. And it is, with exceptions.

Unfortunately, the designers demonstrated a lack of know-how in the play mechanics of Mazer. The first big question is why, for the first project of this type, did ALG pick an isometric viewpoint? This is one of the hardest perspectives to make work—especially to control. If they had gone with a straight side scrolling Contra clone, they

would have had something a little more user friendly. The 3DO needs a great old fashioned-style shooter. Side scrollers are simpler to execute, have better control (when done competently) and would have certainly allowed for much larger levels.

Sure enough, Mazer's control leaves something to be desired. Control in the game tended to be sloppy, jerky and even unresponsive at times. Quite often, it was hard to accurately aim, or get your character to face in exactly the direction you wanted. The isometric 3D arena tended to cause the player to become hung up on walls and enemies,

HOMELAND
Japan
WEAPON
Lightning Sword
BACKGROUND
Raised by Shinto
warrior monks,
Arashi became the
youngest samurai
in Japanese history.

It is rumored that
his sword was
forged by Japan's
war god, Hachiman,
especially for this
fearsome warrior.

HOMELAND
Spain
WEAPON
Energy whip
BACKGROUND
Born the son of
a matador, Azotar
disdains the use of
guns, deeming
them unmanly.

An expert at the
bullwhip, he found
the energy whip to
be both worthy of
his heritage and
deadly in combat.

HOMELAND
Alaska, USA
WEAPON
Fully Convert
Plasma Cannon
BACKGROUND
Hawk was a
member of U.S.
Special Forces
before the Seringi.
First nation even
left him a warrior
without a country.
Hawk is bent on
destroying all alien
life on Earth and
restoring human
rule.

HOMELAND
Iceland
WEAPON
Ice Cannon
BACKGROUND
Reputed to be a
direct descendant
of Leif Eriksson,
Freon is a Nordic
warrior of
unmatched ferocity.
Her weapon of
choice reflects her
cold-blooded
battle ethic and
frigid homeland.

To succeed in Mazer you must match each soldier's unique skills and abilities with each level and boss.

thereby cutting down on playing enjoyment. In addition, Mazer's default difficulty level is far too high—especially in 1 player mode. After getting through Shockwave, Immercenary, Way of the Warrior, Wing Commander and plenty of other challenging 3DO games without much problem, Mazer (in its default setting) proved too much for me.

Robots regenerate almost instantly after you kill them and keep regenerating until the boss shows up. Many of the bosses in the game are obnoxiously difficult to destroy. Power-ups don't last and the sometimes irksome control makes things even harsher. With so many enemies on the screen at once, the fact that you only have a single room to run, shoot, and jump around in certainly does not help matters any.

Inconceivably and very strangely, Mazer's options menu is actually only accessible by a special code (see the code section on page 23). Normally, the only options that the game gives the player are character selection, one or

two player mode, and endless continues. With the hidden options menu however, the game offers three difficulty levels—Easy, Normal (the default mode), and Hard.

In my opinion, this hidden options menu saved the game from a fiery death. The default difficulty (normal), as mentioned, is unbelievably obnoxious. Even in the Easy mode, the game is quite challenging. In the Easy mode, your attacks do about twice as much damage and the enemy is a bit slower. This brings the game down to a much more manageable and entertaining challenge level.
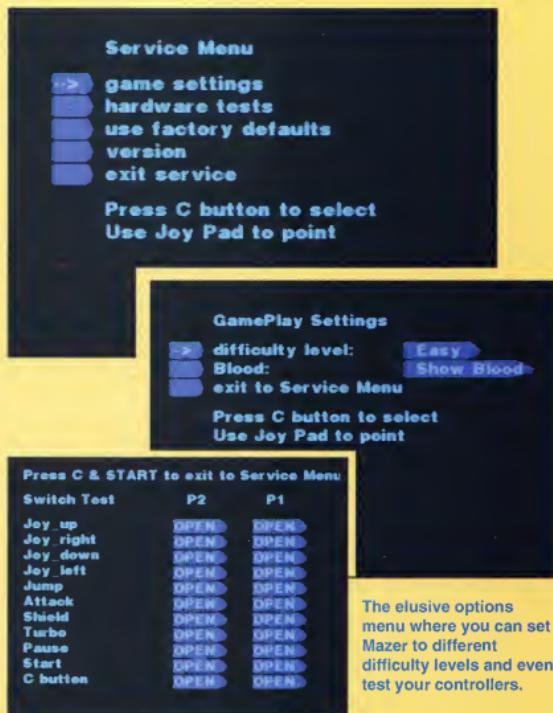
It is hard to say if the default difficulty level was set higher than most games to compensate for the lack of a large variety of levels and, more importantly, the small size of each level. Mazer offers some rather cool levels with plenty of things to blow away including walls. The idea of saving hostages was a nice addition to the genre as well.

There is currently no alternative to Mazer on the 3DO, which, for fans of these games (like myself), is unfortunate, but it does make Mazer a bit more compulsive to play. Of course, there will supposedly be a true Contra clone released sometime soon and Studio 3DO does have Captain Quazar coming down the pike as well.

The good graphics and sound, multiple character selection, two player option and mindless action nature of the game are definitely Mazer's strong points. If you like a real challenge, then Mazer will definitely keep you occupied, but for most gamers the default game setting will probably prove to be just too much (go to the options menu and whimp out with the Easy mode). The control appears sloppy more often than not and that made Mazer even more trying. Overall, American Laser Games may very well have a bright future as they branch away from their traditional live action gun games, but Mazer could have used more care.

MAZER Secrets

Cheat codes for Mazer (though not particularly useful ones):
Except for the Options Menu code, these codes must be entered during the brief period of time between when you first see the playing field and before your character is teleported in. It's not much time at all and you can't enter them anywhere else, so it's very hard to input more than one. Also, for two players, each player has to input their own codes, since the codes only affect the player who entered it. Also note that once you die, all effects of the codes are gone. All codes are entered by pressing the A, B, and C buttons in a certain configuration.

Service Menu
-> game settings
hardware tests
use factory defaults
version
exit service

Press C button to select
Use Joy Pad to point

GamePlay Settings
> difficulty level: Easy
Blood: Show Blood
exit to Service Menu

Press C button to select
Use Joy Pad to point

Press C & START to exit to Service Menu

Switch Test	P2	P1
Joy_up	OPEN	OPEN
Joy_right	OPEN	OPEN
Joy_down	OPEN	OPEN
Joy_left	OPEN	OPEN
Jump	OPEN	OPEN
Attack	OPEN	OPEN
Shield	OPEN	OPEN
Turbo	OPEN	OPEN
Pause	OPEN	OPEN
Start	OPEN	OPEN
C button	OPEN	OPEN

The elusive options menu where you can set Mazer to different difficulty levels and even test your controllers.

Options Menu: Left Shift and C, during the demo loop intro sequence. Hold the two buttons until the hidden options screen pops up and be happy about it—I didn't find this code until 4 days after I submitted this article. This menu also offers the option to turn off the game's blood (which is, by default, on).
Super Shield: (C-A-B-A-B) Gives you one SuperShield.
Tri Attack: (B-A-C-C-B-A) Gives you 30 rounds of Triple Attack power.
Rapid Fire: (B-C-A-C-A-C) Gives you 30 rounds of Rapid Fire Power.
Turbo Ultra Power Up: (A-C-C-A-B-B) This code doubles the length of your turbo bar, but is also supposed to give you full power-ups on all normal abilities (whatever that means, I haven't found out). Every time you pick a power-up, you'll regain double turbo until killed.
Blood Feud: (A-A-C-A-B) Only in 2 player mode. After the first launch of robots, no other opponents are formed and the boss won't come either. Players duke it out until someone loses all their lives. You only have 45 seconds in this mode, or else both players lose a life. After playing through, you return to the normal version of that round.
You Be the Boss: (C-B-B-A-A-C). This code must be put in on the non-active controller (player 2's controller during a one player game, at the beginning of the round). It allows player 2 to control a drone, then to control the boss when it appears. After doing this however, the game returns to normal and the player must play through the round normally (So no cheesy cheating, unfortunately).

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Violence.
Weapons.
San
Francisco.
Men In
Tights.

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PHOENIX 3

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Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.
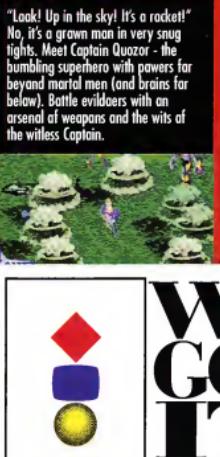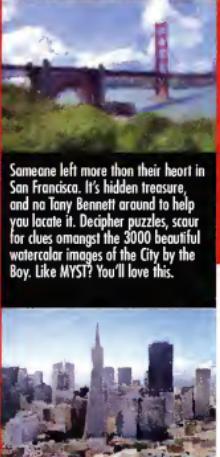
"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.

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Like great space combat and bitchin' weapons? So da we. As hera Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a ward, na.

WE GOT IT. THEY DON'T.

3DO

Iron Angel of The Apocalypse

Reviewed by Jason D'Aprile

Iron Angel of the Apocalypse, originally released as Tetsujin in Japan and Europe, has finally made it over to the US. Panasonic was supposed to have released the game late last year, but decided not to for fear of some sort of litigation and copyright infringement. So Synergy, the makers of Iron Angel, decided to release it here themselves.

Upon its Japanese release, Iron Angel instantly became one of my favorite 3DO games because of its incredibly impressive visuals. Iron Angel was one of the first Japanese 3DO titles and it is also one of the very few games where the cinematic sequences are imperative to the full enjoyment of the game. Iron Angel has some of the most incredible intermissions ever created for a game. Using a mixture of 3D computer rendering, live action and in-game graphics, these sequences are unbelievably spooky, fascinating and entertaining

The whole atmosphere of the Iron Angel is dark, mysterious and downright creepy. The plot is laid out over the course of the game, but it essentially involves the quest by a cyborg, Tetsujin (which means,"Iron Person"), to reach the top floor of a skyscraper in order to, literally, meet his maker. The Iron Angel is set in a dark, cyberpunk, Neo Tokyo and the whole game is played within the skyscraper.

Instead of redubbing the dialogue, Synergy opted for subtitles and these original Japanese voices are suitably creepy while they perfectly match the atmosphere. Some of the cinemas (especially the opening and ending) have been vastly improved over previous versions. The game is a bit faster than previous releases as well, but not by much—Iron Angel is

You receive helpful hints from another "artificial construct" who has seen through the master's plan and wants to stop him.

still a slow paced game, especially when compared to other first-person shooters. Iron Angel is played from a first-person point of view and involves blasting anything that you come across. While Iron Angel does not have the visceral, non-stop action of Doom, there are still some intense situations in the game.

Throughout the game's 30+ floors, you will find plenty of things to figure out and discover. Exploring is a big part of Iron Angel and one way doors, intricate elevator systems, teleport mazes and dark, foreboding, maze-like passages abound. Every six floors or so, you will also find a larger "Boss" robot to contend with as well.

Iron Angle offers some of the most awe inspiring computer graphics of any game. Whether the sense of depth and size as seen in the animation sequences (top), the level—each with unique features, or the weird but powerful assortment of foes (below), Iron Angel deftly uses its art to tell the story. Even Iron Angle's save sequence utilizes rendered computer graphics (left).

How good it feels to kill and destroy

His Master's House: Tetsujin (Iron Angel) has the univiable duty of discovering his master's plan and destroying it.

As Iron Man (right) you are the creation of the Master (above).

The game will only save your position in the special recharge rooms that are placed somewhere on each level. You are allowed up to four different save games. Throughout the game, you will find new weapons to upgrade yourself, along with other special devices to help you on your way. Control is simple and intelligent, but it is, at times, rather sluggish.

The game's graphics are good, the levels are quite varied and Iron Angel provides a competent 3D environment to journey through. The lighting used in the game is also very well done, accentuating the mysterious mood of the game. It is unfortunate that the actual playfield does not take up more of the screen. The game is heavily bordered with mostly nonessential graphics.

Iron Angel's music is excellent, with dark, moody tunes that capture the atmosphere perfectly. Sound effects are pretty sparse, but good as well.
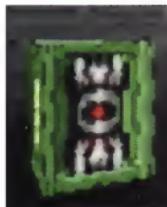
Iron Angel is not a particularly difficult game and it probably will not take most gamers more then a dedicated weekend (and, possibly, some long nights) to complete. A greater variety of opponents, along with more of them would have helped to improve both the arcade feel and pace of the game (especially for American gamers). However, Iron Angel is called an Action Role-Playing Movie and that really sums up what to expect on this disk. It has plenty of mindless blasting mixed with obstacles that require some thought to overcome.

While Iron Angel may prove to be a little slow paced for short attention spans, this is a game that deserves recognition—even though the game is getting a little old, it is still stylish, entertaining and involving. The intermission scenes will blow you away and make sure that you stay to the final, explosive end. The developing storyline is exceptional and the execution of the plot through the cinemas is computer art in motion. Because of these cinemas, fans of Japanese Animation and movies will especially appreciate this game.

The Japanese version of Iron Angel was good and the US release is even better. And for those who do make it through the game and enjoyed the journey—take heart, the sequel, Tetsujin Returns, is already in production. And I can't wait.

3

bÄLL z
the director's cut

Reviewed by Jason D'Aprile

PF.Magic is a company with rather strange tastes. From their first 3DO title, the innovative Pataank!, to their upcoming software titles, PF continually displays a sea of style that dangles from a highwire dangerously above the theater of the absurd. I mean that as a good thing.

Ballz was originally released to positive reviews and rather lackluster sales on the 16-bit console systems quite some time ago. The game brought some much needed humor, originality, and spunk to a 16-bit genre deeply into overkill. Now in its special "Director's Cut" version, only for 3DO, Ballz brings a much needed new fighting game to the system.

Ballz is unusual in the fighting game arena in virtually every respect. Aside from the obvious peculiarity that all the characters are made from balls of various sizes, the game is played in a 3D arena. In Ballz, you

It is the Jester's world where everyone fights.
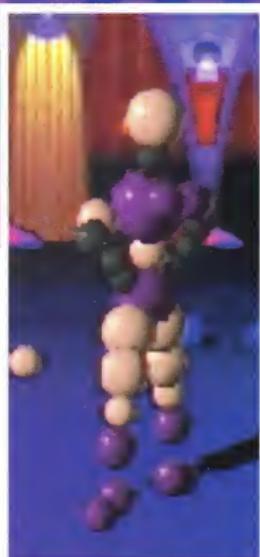
can move into and out of the standard side scrolling perspective that most fighters are stuck in at will. Your character gets smaller as he (or she) moves further back into the screen and gets larger as they move closer to you. You can even have them rotate around the arena. It is a very neat feature for a fighting game and fun to experiment with, but it can lead to some control difficulties at times.

> **Graphically, Ballz is outstanding. The backgrounds are all 3D rendered and the balls that make up the characters are sharply defined and smooth.**

that could have made for even more entertaining brawling.

Sonically, Ballz is very good as well. From the rude, rather suggestive theme song to the grunts, groans, begging, and thumps of the fight, Ballz is consistently entertaining to listen to. Of course, since this is a CD, I have to wonder why PF.Magic didn't add the voice of the Jester into the game. As with the 16-bit versions, his comments (and a lot more, hence the "Director's Cut" part) are displayed on the video screens that make up a large portion of the background, but you never hear him. Even when you actually fight and beat him, he never makes anything more than a laugh and a groan now and then. Equally unfortunate is the game's disappointing ending sequence (Again, this is a CD game. PF.Magic could have done something really cool and didn't).

Being a fighting game, Ballz prescribes itself to the standard fighting game control formula with various kicks, punches, and neat special moves all used to pound your opponent into submission. Ballz is a one punch/one kick button fighter, which was initially disappointing. Fortunately, it doesn't hurt the game's playability, control, or sheer bulk of moves. There are characters with as many as fifteen special moves. Each character has about four different punches and four different kicks

Graphically, Ballz is outstanding. The backgrounds are all 3D rendered and the balls that make up the characters are sharply defined and smooth. Animation is very slick for the most part (frames may seem a little jerky at times, but not by much) and the character motions are extremely realistic, smooth, and involving. Considering the fact that all the characters are made from spheroids, the level of graphic detail that the 3DO allows them is incredible.

There is not much to complain about the Ballz's visual presentation. It would have been better if the floors had been textured instead of just their solid, almost liquid-like, single color. The floors look very plain, but technically real texturing might have wrecked havoc on the 3D programming. Better monotone floors than blocky textures. It is also too bad that you can't get close to the background scenes and fight in or near them. That would have been a really original twist

(pressing punch and down would be a low punch, for instance, while just pressing punch by itself would simply initiate a normal blow). Control is responsive, fast paced, and easy to learn. Overall, however, Ballz is more mindless bashing than strategy as far as fighters go and a lot of button mashing goes on during the game.

Ballz main strength lies in the personality of its characters. The fighters in Ballz are incredibly varied, original, and actually border on being charming in an odd sort of way. From the whining, vicious ballerina and the muscle, fat, rhino-armor brawlers, to a caveman, a super hero, a killer clown, a zombie and an ape, the various characters are interesting as well as complex. There are nine instantly playable characters and eight incredibly varied bosses (though four of them are actually the same character in different forms).

The possible fighting antics include groveling for health, taunting insults for strategic purposes, jumping on your opponent, burying them, busting them apart, and all sorts of other nasty, unsportsman-like maneuvers (including the ever painful to watch "Low Blow"). The video billboards in the background send taunts, insults, commentary, and animations from the Jester (who controls this electronic tournament) all through the game. Fair warning that some of the moves depicted, a lot of the billboard animations, as well as some commentary are extremely crude and decidedly directed toward the lower side of humor.

Ballz offers three speed levels, though I would have thought more should have been available for better game tweaking. Also, Ballz is extremely light in other options as well. First and rather inconceivably,

Ballz has only one default difficulty level. You can't adjust the game to an easier or more difficult setting. The game allows a choice of between 1 and 6 continues, but not the option of endless continuing. Another oversight is the lack of an option to turn the timer off. Ballz doesn't have any sort of time limit adjustment at all.

While the 3D movement is easy to learn, I did encounter a few problems. First, you can walk away from your opponent, instead of backing away, which makes it occasionally difficult to block and crouch—your fighter might start walking instead. Also, pressing up and down on the control pad leads your character toward his opponent, which is very unusual. Jumping is handled by pressing the C button.

Pressing the Left or Right shift buttons make the fighter quickly evade in a left or right circular pattern around the screen. At times, the characters seem to be pulled toward each other for some reason. These complaints are minor however, as control overall is very competent, intuitive, and responsive.

Conclusions

I really enjoyed playing Ballz: The Director's Cut. I found the game to be a nice fresh take on the fighting game experience, especially on the 3DO. Its great graphics and sounds, humor, original characters, and solid playability make it a winning game. In my opinion, the 3DO does not have enough fighting games (especially brand name titles), which makes Ballz a welcome addition to the 3DO library. Until M2 comes around, Ballz is the best example of a 3D fighter available on the 3DO. Definitely good stuff all around.

Presented by Jason D'Aprile

Ballz, with its untraditional, original and humor-laden fighting action, is a great addition to the 3DO's library. Packed with all sorts of hidden moves, strategy and general surprises, Ballz is a lot of fun to play and experiment with—no matter your skill level.

Aside from listing the various character's special moves, I have included general hints and tips that you can use for your personal favorite fighter. Also, my personal thanks to Trayse Johnsen over at Panasonic Software for helping me fill in the blanks (especially those cheats). Thanks, Trayse!

Glitch Alert!

Using the 2nd control configuration (for the Panasonic 6 button controller, which is not necessary), a strange thing will happen at the end of a round when you try to use your character's after-shatter move. Pressing the A button, especially repeatedly, automatically causes the game to progress to the next round or match, as if you pressed the start button instead. However, the game is really only a three button fighter (plus the left and right shift keys for lateral evasion), so there's not much point in ever using the 6 button controller configuration anyway.

Button Work

Movement Key: The moves are listed by appreviations of the direction and button used. The "+" means press those buttons simultaneously. A comma means press those buttons, or directions in succession. For instance to morph into Zombie (D,D, A+C), you would press down twice, then press buttons A and C at the same time.

D means press Down. U means press Up. R is right on the directional controller, and L is left on the directional controller. Td means press toward your opponent. Aw means press away from your opponent. A, B, or C means press that specific button, while LS and RS are directions to press the Left Shift and Right Shift keys (those levers on the top of the controller, respectively).
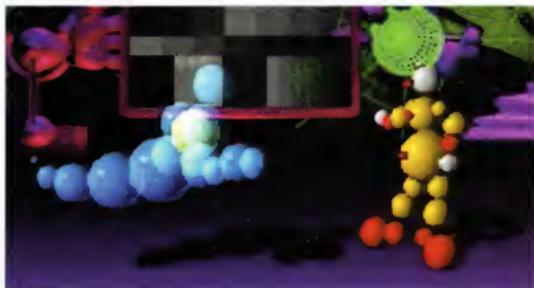
Lamprey's Morph
As a boss character, Lamprey can morph between three other strong contenders. The same morph ability is yours with these codes.

Camera Man
The optional camera code allows players to put a variety of new perspectives on the gameplay.

Morphing:

Morphing is one of Ballz wilder features. Every character can do it at any time during the match. Provided you know the code, you can turn into any of the nine playable characters at will. Of course, you have to have the opportunity to complete the morph for it to be successful. When morphing, you'll hear a chime after the proper code has been entered that confirms the action. However, it takes about two or three seconds to morph, in which time you are vulnerable. Don't get hit, or else you will have to try again.

Most of the time, there isn't much reason to morph. But without a doubt, some characters will fare better against others. You might discover, say, Turbo (my favorite character) is getting trounced by Tsunami, so make some space and change to a real powerhouse like Bruiser or Crusher (or Tsunami). Or alternatively, just morph 'cause you feel like it.

Morph Codes:

Zombie:	D,D, A+C
Turbo:	R,R, A+C
Yoko:	U,R, A+C
Tsunami:	L, R, A+C
Kronk:	L,L, A+C
Divine:	U,L, A+C
Crusher:	D,R, A+C
Bruiser:	D,L, A+C
Boomer:	R,L, A+C

Taunting

To taunt press A+B+C (as in simultaniously). Taunting is of paramount importance. This odd feature, last seen in Way of the Warrior and very similar in usage, throws insults to your opponent and causes attack damage to be greater. Taunting is cumulative and, you will discover, it is not particularly specific about who it augments. For instance, if you get insulted, return the taunting yourself and hit your opponent before
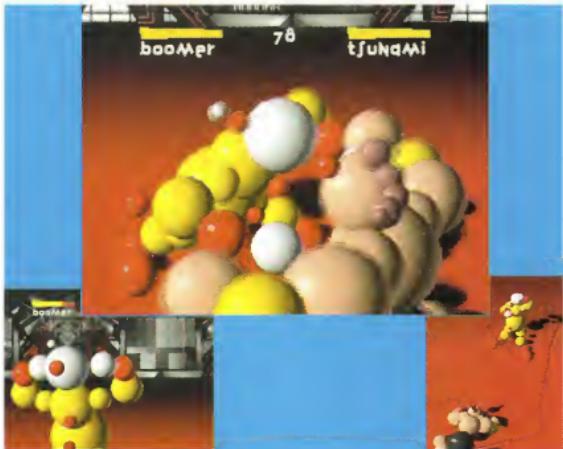
he hits you. They will receive more damage due to the taunt—even though they taunted you. A life lesson if there ever was one. So, taunt your opponent right after they taunt you and they will receive double taunt damage.

You can, in fact, taunt so much that you can win the match with one punch or you can taunt so much and then get hit that your opponent wins the match with a single blow. This tactic is actually the most effective way to beat the Ostrich boss. Repeated taunting and running away, then taunting again is one way to beat all the bosses. Remember, taunting damage varies from character to character.

General Maneuvers

There are several other factors that affect most all the combatants and are important to remember.

Offensive Blocking: When in a crouch block, repeatedly press the C button as your opponent comes toward you and you will perform a defensive throw.

Grappling and Throws: When the characters get in close contact, they will usually start a grappling match. Press the A button rapidly until you either win the grapple, or (if you

lose) to get out of your opponent's grasp. Whenever you are being held against your will, start pressing A as rapidly as possible. All characters have a grapple throw (using A button) and a B button throw. However, you can't use the B throw in a grapple, so be quick about using it (Landing right next to your opponent and quickly pressing B usually works well). Many characters also have a combo throw using the A+B buttons.

Aerial Dives (such as Turbo's) are probably the most useful move in the game against the bigger, stronger characters, specifically the bosses—especially in conjunction with taunting. Most aerial drives are usually done by pressing Down twice while in the air.

Jump Attack: If you get hit, or if someone while jumping (especially jumping straight up), then it counts as an attack. Similarly, if you land on your opponent (or vice versa), the fighter will automatically do some sort of damage—some characters grab, others just bounce off their opponent's head, etc. (with certain characters, however, these landing attacks require a button press sequence).

Evasions are important, especially against characters that hit you when you are down (Bruiser, for instance) and strong characters with

Bruiser's Cyclone (left) and Crusher's Horn Slide (above) are just two of the powerful special character moves available.

fast charge attacks (Tsunami and Crusher, especially). When on the ground, hold A and press down or up repeatedly to roll away from your opponent. When standing, use the Left and Right Shift buttons to get out the direct line of fire from charges and distance attacks (like Kronk's Loogie).

Begging is useful, because it gives you health back. It also leaves you completely vulnerable, so don't do it when your opponent is close by. You have to press down repeatedly to beg and it only works when your character has 20% or less health and is visibly fatigued. Some characters have other ways to get health back that isn't nearly as degrading.

Unblockable Attacks like T-Wrecks' Tail Stomp, Yoko's Stun Gas, and Divine's Bump 'n' Grind are especially annoying for the other player. You can't block them and distance does not seem to matter. For T-Wreck's tail stomp, you must be in the air. For Divine's Bump 'n' Grind, you have to be facing away from her (and incidentally, this move even effects Divine, which is either an oversight or further proof of PF Magic's questionable humor).

Shatter and After-Shatter Moves: Each character has his or her own shatter fatality move and an after the match move. All characters do

them the same way. When your opponent is dizzy and he has only a little health left, get close and press Up three times and your character will perform the Shatter move. After you win and your opponent is shattered to pieces on the floor, press the A button 6 times and you'll see their After-Shatter move.

Boss Damage:

There are five bosses in Ballz, but Lamprey can (and will) morph between three other forms.

Generally, Guggler the Ostrich won't attack you, until you attack it first. But, when it does attack you, it does unbelievable damage with its neck throw. To beat Guggler, simply back away from it and wait for it to stick its head in the ground. Taunt about ten or twelve times, while Guggler is hiding, then walk right up and hit it. The bird should bust with a single blow, otherwise you will get thrown and the ostrich will stick its head back in the sand and regain all its health.

Bounder, T-Wrecks and even Lamprey all work on similar, but more risky principle. All do big damage when they hit you, so you'll want to stay away from them as much as possible while taunting as often as you can. With these guys only taunt a few times in a row, then go in and hit them (preferably with an aerial attack).

Be especially careful around T-Wrecks—when he lets out a roaring cry, he's going to stomp the ground and do damage to anything that's standing. So, if you've taunted several times and you're on the ground when his foot stomp hits, you could find yourself in pieces before even throwing a punch. Jump just before he does the move, then taunt and move in for the attack. BE WARNED: he will tail stomp repeatedly.

For Lamprey, note that he can't jump very well in any of his forms. His morph forms are, by the way, the bull, the snake, and the scorpion. Also, the first time he morphs, he gets all his health back. Quick aerial attacks work best, but mainly you just want to hit him fast and hard and then quickly jump back out of range. When Lamprey takes the Viper form, watch out. When the Viper dives under the ground, he will come up right under you and he can swallow you whole (thus killing you, usually). When you win and are able to play as Lamprey for your reward, you'll find that you can get really cheesy with him (like being able to beat just about anyone by repeatedly pressing the C button in the Genie form).

Be careful not to land on Bounder—this kangaroo will juggle you with her feet. Otherwise, just taunt, jump back away from her, taunt again (as much as possible) and hit her. As usual, aerial dives are the best attack against any of these bosses.

The Jester is not nearly as tough as one might have thought. He can discorporate and move along the ground without being damaged and he has very good distance attacks, but otherwise, challenge him the same as the nine playable characters. Use a combinations of aerial attacks, taunts, and try to bring the fight to him when you can. To really play it safe, pick Turbo (or another diver, like Kronk) and taunt several times, then air dive him repeatedly. Beat him and you get to see him non-vocally whine about being beaten during Ballz' extremely anti-climatic ending.

The Codes

Character Moves:

As stated before, all of the moves below are performed on the controller directional pad and the A, B, and C buttons. Td means that you press the directional control TOWARD your opponent and Aw means you press the directional control away from your opponent. U is up on the directional pad and D is down. R will mean right on the directional and L will mean left on the directional. The Left and Right shift buttons are used to move the characters either left or right in a circle around their opponent.

General Controls:

1. Normal Punch: A
2. Normal Kick: B
3. Jump: C (Hold C longer for higher jumps.)
4. Escape Left: Left Shift
5. Escape Right: Right Shift
6. Pause: P
7. Directional Move: Press the directional pad in the direction of the move.
8. Low Punch: A+D
9. Roll Away: A+U or A+D (Works when you are knocked to the ground.)
10. Low Kick: B+D
11. Lunging Punch: Td+A
12. Lunging Kick: Td+B
13. Short Punch: AW+D
14. Short Kick: Aw+B

Turbo:

1. Hover: Jump, then B+C while in midair (C repeatedly to stay airborne.)
2. Flying Dart: Press Down twice while in the air, or while hovering.
3. Super Blow: Td, Td, A
4. Head Pound: U, Td, A
5. Torpedo: Aw, Td, C

6. Spinning Pile Driver: C, A+B when close
7. Turbine Punch: Defensive Crouch, A+B
8. Super Punch: B (close)
9. Bicycle Kick: Win Grapple match (A button)
10. Super Handsprings: Td(x3)
11. Defiant Dare: Taunt
12. Super Retreat: Aw(x3)
13. Up, Up and Away!: Shattering Move
14. Solo Baseball: After-Shatter Move
Jester Prize: Genie Boss

Yoko:

1. Stun Gas: Aw(x3)
2. Spin Attack: Td, U, U
3. Swing from Trees: C, U, U (Press A or B to attack)
4. Leg Swing: D, B

5. Back Flip: U, B
6. Uppercut: U, A
7. Swing Around: L, L, B or R, R, B
8. Dizzy Throw: B (close)
9. Wind 'em Up Spin: Win Grapple
10. Forward Roll: Td(x3)
11. Smell This!: Taunt
12. Bongo on Head: Land on opponent
13. Jump Back, Grab Pole: R, R, U or L, L, U
14. Fatal Corkscrew: Shatter Move
15. Canniballz: After-Shatter Move
Jester Prize: Ostrich Boss

Tsunami:

1. Somersault: Aw, Aw, C
2. De-limb Karate Chop: U, Td, A

3. Belly Charge: Td(x3)
4. Meditate: U, U, C (can't be hit)
5. Jump Side Kick: L, L, B or R, R, B
6. Sumo Slam: C, A+B
7. Flip Kick: U, B
8. Pound on Mat: B (close)
9. Sumo Toss: Win Grapple
10. Belly Grab: Taunt
11. Punt: Shatter Move
12. Squash Ballz: After-Shatter Move
Jester Prize: Ostrich Boss

Zombie:

1. Eyeball Shoot: U, Td, A
2. Coffin Chase: Aw, Td, A
3. Arm Boomerang: Aw, Td, A
4. Pogo: B (close)
5. Grave Diver (teleport): D, D, B
6. Somersault #1: Td, Td, B
7. Aerial Dive: C, D, D
8. Frenzy: Aw, Td, Aw

9. Somersault #2: Td(x3)
10. Deadly Knee: Win Grapple
11. Power Kick: D, Td, B
12. Ducking Punch: U, A
13. Zombie's Minions: Shatter Move
14. Grave Dance: After-Shatter Move
Jester Prize: Bounder Boss

Kronk:
1. Nut Crush: D, D, A
2. Loogie Hurl: Aw, Td, A
3. Fencing Lunge: Td, Td, A
4. Flying Spear: C, D, D
5. Bone Sweep: Defensive Crouch, A+B
6. Club Uppercut: D, U
7. Cranium Crush: Jump and Land on 'em!
8. Tee Off: B (close)
9. Baseball Bash: Win Grapple
10. Roll Charge: Td(x3)
11. Belch: Taunt
12. Jumping Club Attack: Td+A
13. Overhead Club: U, A
14. Loogie Fly: Aw, U, A
15. Stake Driver: Shatter Move
16. Pool Ballz: After Shatter Move
Jester Prize: T-Wrecks Boss
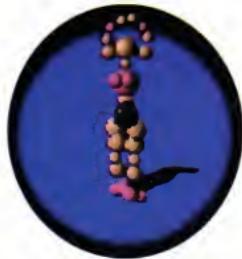
Divine:
1. Bump 'n' Grind: Td, Aw, Td, Aw
2. Low Lunge Kick: Defensive Crouch, B+C
3. Nasty Knee Attack: D, D, Td
4. Flip 'n' Throw: A+B when close
5. Nutcracker: B (close)
6. Fake Dizzy: D, D, Aw

7. Jette (Lunge Kick): U, U, B
8. Ducking Uppercut: D, Td, A
9. Opera Attack: D, D, U
10. Leg Throw: Td(x3) when close
11. Side Thrust Kick: D, Td, B
12. Split Spin Kick: L, L, B or R, R, B
13. Spankings: Win Grapple
14. Can't Touch This: Taunt
15. Ride on Back and Bite: Land on Opponent
16. Ballet Spin: Aw, U, Td
17. Forgetful Throw: Shatter Move
18. Balloon Blow: After-Shatter Move
Jester Prize: Random Boss

Crusher:
1. Horn Slide: Aw, Td, C
2. Horn Throw: Aw, U, A
3. Mad Charge: Td(x3)
4. Grandslam: U, D, A
5. Horn Lunge: Td, Td, A
6. Foot Stomp: U, Td, B
7. Ground Shaker: U, D, U
8. Horn Impale: B (close)
9. Hop n' Bop: L, D, A or R, D, A
10. Upside Down Headkick: Win Grapple
11. Flip Off: Taunt
12. Underhand Horn Throw: Aw, Td, A
13. Suffocation: Shatter Move
14. Rhino Bounce: After-Shatter Move
Jester Prize: T-Wrecks Boss

Bruiser:
1. Tornado: R, D, L, U, A
2. Cannonball: C, D, D
3. Slide Tackle: D, D, B
4. Jumping Jacks (Heal): U, D, U, D
5. Cart Wheel: L, L, B or R, R, B
6. Duck Uppercut: Duck, B+C

7. Cyclone: Td, Aw, Td
8. Leg Sweep: D, A+B
9. Buckle Heave: D, U, A
10. Buckle Toss: Aw, Td, A
11. Buckle Kick: Aw, Td, B
12. Charge: Td(x3)
13. Back Breaker: B (close)
14. Head Lock Pummel: Win Grapple
15. Flip Off: Taunt
16. Both Feet Kick: C, A+B
17. Head Plant Slam: Shatter Move
18. Soccer Ballz: After-Shatter Move
Jester Prize: Lamprey Boss

Boomer:
1. Self Destruct: R, D, L, U, A
2. Telescoping Arms: Defensive Crouch, A+B
3. Throw Head: Aw, Td, A
4. Bowl Head: Aw, Td, B
5. Dive Bomb: D, U, C
6. Jack-in-the-box Head: U+A
7. Colossal Kick: R, R, B or L, L, B
8. Charge: Td(x3)
9. Finger Spin: B (close)
10. Kick in the Pants: Win Grapple
11. Butt Waggle: Taunt
12. Power Kick: D, Td, B
13. Circus Ballz: Shatter Move
14. Juggle Ballz: After-Shatter Move
Jester Prize: Lamprey Boss

Bounder (the Kangaroo):
1. Punch: A
2. Kick: B
3. Jump: C

4. Tail Sweep: D+A+B
5. Tail Whip: D+B+C
6. Duck Punch: D+A
7. Duck Kick: D+B
8. Jump Punch: C, A
9. Jump Kick: C, B
10. Spring Roll: Td(x3)
11. Spin on Feet: B (close)
12. Bounce on Tail: U(x3), press A, B, or C to attack

T-Wrecks:
1. Chew and Spit: A (close)
2. Tail Sweep: B
3. Charge: C
4. Stomp and Chew: A+B
5. Tail Stomp: D+B
6. Roar: A (out of range)

Guggler (the Ostrich):
1. Peck: A
2. Kick: B
3. Jump: C
4. Butt Wiggle: A+B (Taunt)
5. Flip Kick: B+C
6. Toss: D+B

7. Head in the Sand: D+C
8. Jump Attack: Td+C
9. Jump Turn Kick: U+B

Lamprey:
1. Slither Charge: Td+C
2. Snake Morph: D+A
3. Scorpion Morph: L+A
4. Bull Morph: A+C
5. Slip Flip: C
6. Punch: A
7. Forward Punch and Tail Flip: B
8. Corkscrew: Td+A

El Ballz (Bull Morph):
1. Head Butt: A
2. Hind Leg Kick: B
3. Stampede: C
4. Rear Up: U+A
5. Genie Morph: A+B
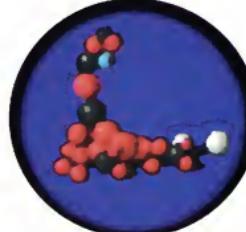
Spike (Scorpion Morph):
1. Grab and Sting: A
2. Tail Strike: B
3. Jump: C
4. Super Tail Strike: Td+B
5. Jump Flip: U+C
6. Lunge: A+B
7. Jumping Sting: B+C
8. Jump, Hit with Arms: D+A
9. Genie Morph: A+C

Byte Viper (Snake Morph):
1. Lunge: A
2. Tail Whip: B
3. Jump Up: C
4. Roll: Td+B
5. Dive Underground: U+C
6. Eat Opponent: Td, A+B
7. Genie Morph: A+C

Jester

Sorry, this is the Jester's world where he eventual fights you (if you are good enough) but, where you will never be him!

Cheat Codes:

The following codes must be performed during the game, which can make them challenging to do while you are fighting. A, B and C (obviously) mean to press those respective buttons. L and R mean press left or right on the directional pad and not the left or right shift keys. The spaces are included for phonetic reasons only. Incidentally, apparently there are a lot more codes hidden in Ballz and the following list is only a portion of them. If you find any more send them in and we will print an updated list in the future.

Cheat Codes Listing:
1. Unlock All Bosses for Player 1: BALL CRAC ALL
2. Camera Man, 1 Player Game (2nd Controller will control camera movement): BALL ADD ACABARA
3. Camera Man, 2 Player Game (3rd controller controls camera movement): BALL ADD RADAR
4. Translucent Ballz: BALL BLUR BALL
5. Infinite Time: BALL BLA BLA BLA (This one requires patience and may require several attempts.)
6. Shrink Ballz for a skeletal shape: BALL RADAR LULU
7. Turn self Black and White: BALL DRAB BALL
8. Turn Opponent B and W: BALL BLAC BALL U
9. Swap Power Bars: BALL DRACULA
10. Morph to Genie: BALL ABRA CADABRA
11. Morph to Bounder: BALL RUU RUU
12. Morph to Kronk (if you're a boss): BALL BUCA BUCA
13. Lethal Blow: BALL CLUB U BAD

3

3DO Classics

Sid Meier's C.P.U. Bach

Composing a Prelude...

Reviewed by J.J. Murray

Within the world of musicians, there is sharp division regarding the use of computers in the creation of their art. Rock albums by the group Boston and by Joe Perry (guitarist for Aerosmith) have had liner notes which boasted that "no synthesizers of any type" were used in their making. On the other hand, it can be difficult for a musician to resist the tempting possibilities opened up by today's powerful microprocessors.

Whether fans of technical innovation like it or not, the current flavor-of-the-month in music, movies, fashion, and food is everything "real." Bands with more immediate messages and earthy sounds such as Pearl Jam and Nirvana have flourished in the 90's whereas more "plastic" groups such as Motley Crue and Poison, who were huge in the 80's, have found themselves playing to half-empty theaters or in clubs. Movies dealing with

pertinent issues, such as Philadelphia, have become big hits at the box office. Even clothing has taken on a more natural appearance in the past couple of years. And people are definitely more concerned about what kind of food they ingest.

So what would the masses have to say about computers not only being used to embellish an art form, but instead being used to essentially replace the human aspect? You have to ask yourself if such an endeavor is worth pursuing. Which brings us to the case of C.P.U. Bach, whose primary creators, Sid Meier and Jeff Briggs, apparently felt that such a pursuit was worthwhile. Some of you PC gamers out there might recognize Mr. Meier from other titles he has written, such as the very popular game Civilization.

For the uninitiated, C.P.U. Bach is an artificial intelligence program that composes classical-styled music in the Baroque form. The title is a play on P.D.Q. Bach, a humorist who incorporates a lot of music into his shtick. C.P.U. Bach was released about a year ago by Micro Prose exclusively for the 3DO platform. So why is it being reviewed now? Well, it was overlooked at the time. It is also true that there are many more 3DO users recently and they should know that there is more to

our hobby than space simulators and fighting games, not that there is anything wrong with either of these pastimes!

At the very least, C.P.U. Bach is innovative with a capital "I." C.P.U. Bach composes musical pieces that are actually listenable. Calling the result compositions "beautiful" or "moving" would be taking it too far, but it is still impressive to the point of being enjoyable.

Fortunately, you don't have to do much reading to be able to enjoy C.P.U. Bach. Pop the disk in and you are treated to a nifty opening sequence that has you flying over a harpsichord which becomes a circuit board which transforms into a church with Bach at the organ. Without doing anything, a screen comes up telling you that your 3DO and C.P.U. Bach are busy composing one of sixteen types of pieces such as a fantasia, sonata, or a chorale. In just a few seconds, the show begins.

As the music begins to play, you see one of four types of graphics. The first, "C.P.U. Bach in Concert," shows a graphical image of Johann Sebastian Bach performing the piece being played either at the keyboard or on a chamber orchestra instrument. There is also "Musical Kaleidoscope," with changing patterns and colors controlled by the music. "Picture Gallery" is a seemingly endless display of serene photo images which scroll across the screen. Perhaps the most interesting graphic mode is "Musical Analysis" which features a scrolling musical notation of what is being played at the moment along with text explaining musical terms and what is happening in the piece. If you have an interest in such things, the latter can be quite educational.

C.P.U. Bach also teaches musical terms and concepts.

The default mode is a medley of the music and graphics modes where a random concert of music and visuals will continue to play. Believe it or not, your 3DO will never play the same piece of music twice. Every time it composes a new piece, it starts from scratch. There are millions of possible outcomes. So what if you are hearing something you think you would like to hear again? Fortunately, C.P.U. Bach will remember up to fifteen of your favorite pieces which can be played at any time in the future. More on this later.

All of this may not seem very interactive, but it can be. C.P.U. Bach is your own personal composer. So what if you would like to have some kind of input as to what gets written? C.P.U. Bach does not allow you to compose the music yourself. However, you can choose what types of pieces are composed and what instruments are used.

At any point your selections are change concert, change graphics, and save concert. If you choose "Change Concert," a concert program screen will appear that allows you to select from eight concert types. An example of a concert type is "Sunrise," which places an emphasis on concertos and chorales but will never include a dance suite. On the other hand, if you select "Party," you will hear a livelier selection with an emphasis on dances and fantasias. The idea is that the mood of the selections will be in line with the type of concert selected.

It is easy to customize these concert modes as well. Say for example that you only wanted to hear fantasias during the "Party" concert mode. Each of the sixteen types of pieces on the selection screen has between zero and eight musical notes. The number of notes that appears in each box indicates how often that type of selection will be played during whichever concert mode you are in. After selecting "Party," highlight the box that says "Fantasia." Then, hold one of the shift buttons while pushing the directional pad to the right until eight notes appear. Then go to each of the other music types on this screen and push the directional pad to the left while holding a shift button. The notes will disappear thus signifying that you won't be hearing these types of compositions. Press play ("P") and you will hear nothing but fantasias.

As it happens, fantasias have a lot of emphasis on keyboard instruments such as the piano and harpsichord. But what if you wanted to hear strings playing fantasias during your "Party"? With "Fantasia" highlighted on the composition-type screen, press the "A" button. What will then come up is the musical instrument selection screen, the control of which is the same as for the composition-type screen. Here you

will see twelve boxes showing different musical instruments. Simply add more notes to the "Strings" box and you will hear strings more often. Once again, press play and the music will begin.

The internal memory of your 3DO will remember your preferences for the next time you use C.P.U. Bach. Say, however, that you would like to restore the original settings for the "Party" concert. After selecting "Party," go to the composition-type screen. Press shift and "B" and the original settings will be restored for composition-type. Back up to the instruments screen. Press shift and "B" and the original settings will be restored there as well.

Earlier, I mentioned that you could save 15 of your favorite C.P.U. Bach compositions. Unfortunately, you have to recognize that you would like to save a particular piece while it is still playing. If it ends and C.P.U. Bach begins composing the next piece, you will never hear the previous piece again. In addition, there is no warning that the piece is about to end. I guess the lesson here is that it is better to save now and erase later if you change your mind.

To save a piece in progress, press stop ("X") while the music is still playing. The main menu screen will appear. Choose "Save Concert" and the "C.P.U. Classics" screen will appear. This screen has a total of fifteen slots for saving your favorite pieces. Select an empty slot using the directional pad, press the "A" button and your selection is saved. It will even name your piece for you to help you remember it later. C.P.U. Bach will resume playing your piece at whatever point you interrupted it. To delete a saved selection, you must go back to the "C.P.U. Classics" screen. Highlight the piece and press "A" while holding the shift key. To hear your "classics" at any point in the future, simply go to the "Change Concert" screen and select "Classics." These pieces will play in an endless loop starting with whichever piece is highlighted. Please note that the actual graphics displayed when you saved the piece will not be saved.

Giving credit where credit is due, it is obvious that Messrs. Meier and Briggs and the folks at MicroProse put a lot of effort

C.P.U. Bach offers a variety of visuals from light shows and scenes to "live" performances.

into C.P.U. Bach. The graphics are very good and the sound is excellent. They definitely did their homework as well. I can't even begin to fathom how much analysis of Baroque music was necessary to make this happen. The only reason it was possible at all is because music does follow patterns. Still, it is absolutely remarkable that they could teach a machine to compose a piece of music with good results.

Speaking of good results, you should make every effort to have your 3DO running through your stereo. It is the only way to truly enjoy this title. The sound samples that were recorded for this software are excellent and you will need a decent stereo to get the most of them.

The bottom line? C.P.U. Bach is definitely not for everybody. It certainly isn't going to make you forget about Road Rash or Shock Wave. Still, it is a really neat program for showing off what your 3DO can do. The music itself is enjoyable, but to a point. Even as background music, a few hours of this might make you go batty. Still, in small doses, it can be nice.

I've owned C.P.U. Bach for about eight months and still find myself using it a few times a month for about ten to fifteen minutes at a time. By comparison, FIFA Soccer and Demolition Man get played a few times a week, sometimes for an hour or more.

If you know someone who already owns it, borrow C.P.U. Bach to see how you like it. I like it but I am really into music. It may be your cup of tea as well. Maybe it will be just the thing to calm yourself after too many rounds of Way of the Warrior. It just may give you a new appreciation for classical music. Who knows? It might even start you on your way to becoming the next Johann Sebastian Bach.

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Did You Miss These?

NOVEMBER/DECEMBER 1994

In the pages of this issue, have breakfast with RJ Mical, a member of the original 3DO development team, and hear his views on the past and future of the 3DO universe! Also, read reviews of some of the 3DO system's most successful games, such as Road Rash, Who Shot Johnny Rock, Shockwave, The Incredible Machine, Burning Soldier, and games adapted right from the arcades, such as PaTaank and Real Pinball. Also receive the 3DO Software Guide, an exclusive list of products for the 3DO system available now and in the near future. Plus, as an added bonus, get a rundown of the 1994 3DO Developer Awards, and find out who took home the trophies in the major categories!

JANUARY/FEBRUARY 1995

This issue contains an exclusive interview with Trip Hawkins, the 3DO Company's President, CEO, and head evangelist. Mr. Hawkins expresses his view on the times and opportunities for the 3DO system, as well as his Road Rash experiences. More of the 3DO system's hottest games are also reviewed, such as FIFA International Soccer, Street Fighter 2 Turbo, Shock Wave: Operation Jumpgate, Guardian War, Way of the Warrior, Off-World Interceptor, and Station Invasion. In addition to these is a guide to Demolition Man, the 3DO system's game version of the popular movie, which features full-motion video clips from the film! Finally, go behind the scenes of VR Stalker, and discover the trials and adventures of a new game development team as Morpheus President, Ken Bretschneider, speaks with 3 and reveals a new title, Saturnicide.

MARCH/APRIL 1995

Travel to the 1995 Winter Consumer Electronics Show and learn the newest advances in gaming products, such as Panasonic FZ-10, MYST, Doom, Killing Time, PO'ed, Virtual Glasses and more. In our special What's Up! section, read about the 500,000 3DO units installed, Wal-Mart's retailing of Panasonic 3DO systems, and The 3DO Company's distribution of Domark 3DO titles. Game reviews include Theme Park, The NEED for SPEED, Shanghai: Triple-Threat, RETURN FIRE, Supreme Warrior, Jammit, Slopestyle, Space Shuttle, and Games for Her™, where you will meet ALG's Director of Marketing for Games for Her™, and hear how gaming is not just for males. 3 also offers an interview with Jim Ireton, the man who is responsible for GoldStar's 3DO multimedia sales in both Hardware and Software.

JUNE/JULY 1995

This most recent back issue of 3 features an in-depth look at E3, the 3DO show in Los Angeles that was held in May. 3 provides you with a sampling of items shown or announced, such as American Laser Game's Fast Draw Showdown and McKenzie & Co., Defcon 5, Firewall, and many others. GEX, another feature, is the first contender which might have a realistic shot at taking the championship belt away from Nintendo's gorilla. GEX is a lizard with an attitude and a sense of humor, and his review is in! Discover the world of MYST, the highly acclaimed title which utilizes first-person perspective RPG, and allows the player to travel and solve the puzzles to reveal what really happened in MYST. Other reviews contained in this issue are Flashback, Star Blade, and Slam & Jam. Special interest features are also included, such as the MYST Strategy Guide, the Gex Strategy Guide, and M2, in which The 3DO Company announces the specifications for their M2 Upgrade.

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Behind The Doors
of
The 3DO Company

Look what is coming for the 3DO system this season!

On August 11, The 3DO Company opened its doors to a group of reporters and game reviewers. In one day, The 3DO Company demonstrated the new titles that were being prepared by Studio 3DO and other developers for introduction this season. Below is a short synopsis on some of the new titles demonstrated as well as several new titles they announced.

D

The night before Gamers Day, Panasonic Software held an event for the assembled reporters at the Winchester Mystery House in San Jose. The Winchester was appropriate because of Panasonic's US release of D due by mid October. D which takes place in an old castle, is an interactive horror movie rendered at 5,000,000 polygons per second. The game focuses on a terrible massacre at a major hospital in Los Angeles, which has transmuted into an ancient castle. The hospital director has gone crazy and is in the midst of a standoff with the police. It has become your job, as the director's daughter, to solve the mystery of D, but it's not as easy as it sounds: you have a time limit, and danger is lurking around every corner.

Some of the key features included in this game are a 2-disc set, holding massive data required for video and sound realism, dramatic score and eerie sound effects for an interactive-movie atmosphere, and even a changing camera angle for critical situations. The plot is also time-contingent in its development to test your wits under pressure. D will be released at a suggested retail price of $69.95.

THE DAEDALUS ENCOUNTER

Panasonic also announced some good news for fans of science fiction interaction, with the soon-to-be released of "The Daedalus Encounter." You are Casey, straddling the line between man and machine, with your brain in a powerful biomechanical probe. In the middle of a war torn galaxy, a scavenger craft is hurling toward an alien sun. You are the only hope the crew has of saving the ship. You must rely on your wits, along with your fellow crew members, to avoid becoming the next solar flare.

This game has some definite star power, featuring as one of your crew members Tia Carrere (of Rising Sun,

Fright Disks
D is a haunting first-person interactive horror movie where you must solve the clues to discover your fate.

True Lies, and the Wayne's World films), who creates a compelling movie-like experience with quality acting. "The Daedalus Encounter" also features progressive, interrelated puzzles, action sequences and exploration creating an adventure in which you can be totally immersed. The game sweeps four CDs, with over two hours of live action video and three levels of difficulty.

PRIMAL RAGE

The classic arcade game that earned itself blockbuster status will soon be available for the 3DO system. "Primal Rage" features seven imprisoned gods set loose from suspended animation in the form of prehistoric beasts when a meteor strikes Earth. Although humans survive, most technology is wiped out, and the gamer becomes one of the prehistoric beasts in a head-to-head battle for domination of the new "Urth."

The new "Primal Rage" was produced using stop-motion animation for spectacular graphics, and a special file has been created for the 3DO version to give much higher quality animation. Control is said to be just like the arcade game, and hidden features along with bonus games are used, the same as the arcade game, and it is compatible with one or two players. This action fighting game is set to be released in November of 1995.

11TH HOUR: THE SEQUEL TO THE 7TH GUEST

Virgin Interactive has announced the upcoming release of the new interactive mystery, "11th Hour: The Sequel to the 7th Guest." It has been 70 years since the horrifying murder chronicled in "The 7th Guest," and now Henry Stauf's hometown of Harley has been ominously silent. Only when journalist Robin Morales vanishes during an investigation do events resurrect the malignant past. As the player, you become Carl Denning, an investigative reporter for a television show. You must eventually uncover the town's deadly legacy of madness, with the help of only three women.

Special features of the game include CD-ROM entertainment with high quality graphics to rival a television show, and multiple CDs of diverse and perilous challenges. Video was filmed on location in Oregon and features a cast of eighteen characters. This one-player contemporary mystery is set to be released for the holiday season of 1995.

DEATHKEEP

For all fans of the 3DO system and Advanced Dungeons & Dragons, we have some good news. Just announced has been the release of AD&D's "DeathKeep" for the 3DO system. An evil Necromancer has escaped from his icy prison and is wreaking havoc upon the surrounding lands. You, the gamer, must be prepared to fight your way through more than 25 dungeons, each with eight floors within. Battle over 27 different monsters, avoid insidious traps, and solve mind-boggling puzzles. The game is complemented by a full 3D environment which allows you to see everything in natural perspective.

You can choose from three characters, and are given a plethora of incredible locations to explore, including three ominous towers, the eerie fortress of the Necromancer, the Oracle's domain and a fantastic final dungeon.

Primal Rage is the arcade hit being released by LG Interactive for 3DO.

DRAGON LORE

Mindscape will release of "Dragon Lore" for the 3DO system. You take on the part of Werner Von Wallenrod, an orphan living in a vivid, surreal realm lost in time. Your father has been murdered by the evil knight, Haagen Von Diakonov, who has sworn to destroy you. You are untried, unproven, and now you must take up your sword and defend your homeland.

"Dragon Lore" features dynamic first person views, hundreds of realistic sound effects, full screen 3-D graphics and animation, and several different angles from which to view things. There is full voice support by professional actors, and four distant lands through which you can travel.

FOES OF ALI

EA Sports presents an action packed boxing simulation for the 3DO market with "Foes of Ali." Included in this game is a historical perspective of boxing legend Muhammad Ali, along with graphics and action gameplay. You have the first person perspective as the boxer as you

Foes of Ali offers a first person view point on the "Gentlemanly Art" of Boxing.

Captain Quazar

Captain Quazar is a fast action game of destruction. But, don't get the idea that this masterful hero is all hard edges—he also has his own rap video.

fight either as or against Ali in one of three fight modes: Career, Historical and Exhibition.

The game features authentic crowd noise and fight arenas, TV style presentation, and full motion video. There are also fifteen different fight features allowing you to customize each championship bout. Electronic Arts is expected to ship this sports simulation on October 20, 1995.

KILLING TIME

Studio 3DO announced the September release of "Killing Time," a first-person action simulation. You are trapped in an island mansion when a haunting apparition will beckon your help. You must uncover her horrible secret and break the spell that keeps the island in chaotic limbo. Along the way, you will be challenged by a host of beings out to thwart your quest. You must succeed in your mission, or join the ranks of the risen dead.

"Killing Time" features full motion video characters in 3D settings, more than 30 different "killing zones" including a dozen enemies, complete up/down 360 degree views, realistic ghosts, and even multiple weapons to choose from. Classified as an action, maze, and shoot-'em-up, the 1 player-compatible game is set for release in October of 1995.

CAPTAIN QUAZAR

Studio 3DO announced the upcoming release of "Captain Quazar," a 3D adventure in which you are a muscle-bound hero with a badge, whose task is to take on galactic scum and villainy when a dastardly syndicate of intergalactic outlaws have brought the galaxy to its knees. Your goal changes from mission to mission as you move through different terrains and compounds. Each world is huge, and you must destroy all that gets in the way of you and your goal.

The game features an original soundtrack encoded in Dolby Surround Sound, diagonal adjustment ability, multiple weapons, and comical enemy graphics, with cartoon-style explosions. Also, map function aids in level exploration, while Quazar cinematics created by well-known California Raisins artist/animator Bob Terrell. This 1 or 2 player compatible game is set for release in November of 1995.

STARFIGHTER

Studio 3DO announced the November 1995 release of the 3D flying shooter game "StarFighter." As the most experienced test pilot in the FedNet Space Force, you've been assigned to fly the latest ship developed by the boys in R&D. You must fly the test missions, and a Mission Director will decide which missions you fly and may change the scenario within the mission by sending more enemies or more weapons. You must complete each mission's objectives as dictated by the Director.

Special features of "StarFighter" include six degrees of flying freedom, ability to leave the earth's atmosphere and enter space for new missions, and you can equip your ship with various upgrades that can make or break your mission. This 1 player flying adventure recommends guidance for ages 12 and under.

SNOW JOB

Studio 3DO announced the November 1995 release of "Snow Job," a first person adventure for the 3DO system. You as the gamer are Jock Lamont, an ex-New York City detective who must look for a "crack" cocaine dealer who has it out for your old flame. Tracy Scoggins also stars as a New York Assistant DA who has launched into a one-woman crusade who is getting dangerously close to uncovering the plan of an infamous drug lord.

This game features 30-45 minutes of video footage closely integrated within the game. Other game features also include video sequences shot on location, and unique interface and puzzle solving. The game will be released with a note for guidance for ages 17 and under.

PHOENIX 3

Studio 3DO announced the release of a 1 player flying-shooter game called "Phoenix 3." Aliens are invading the peaceful world of Galearth in their quest to uncover an ancient, advanced weapons technology. You play the role of Derek Freeman, who makes a discovery that could change his world forever. You must search for five ace pilots as you make your way through treacherous corridors of enemy compounds littered with vicious aliens and deadly obstacles. You must save your planet and possibly the entire universe from the clutches of the enemy aliens.

Special features of "Phoenix 3" include original music accompanying gameplay that is Dolby Surround Sound encoded, a grand finale battle, and realistic side-strolling adventure. This 1 player side scroller adventure will be released in November of 1995.

GOLDEN GATE: TREASURY BY THE BAY

Studio 3DO announced the upcoming release of "Golden Gate: Treasury by the Bay." The hunt is on, and a King's ransom lies deep beneath 200 years of mystery. You must decipher the clues and land the booty. You can pick up the quest where others left off and embark upon an interactive adventure. Explore the 3D water-colored world of modern-day San Francisco in your attempt to unearth the telling events of the past.

Special features included in this game are original artwork and musical score, historical events and locations mixed with fictional characters set in locations throughout San Francisco, video sequences filmed on-location as a window to the past, and more than fifteen different locations to visit. This 1 player first-person adventure is set to be released in November of 1995.

BC RACER

This new title for the 3DO platform is from LG Software/GoldStar. BC Racer is a two player, 3D real-time cartoon racing game with elements of combat fighting. Available at retail outlets by October 30, 1995, this title will give the player a thrilling split-screen motion experience as they race and fight across 32 tough tracks to win the Ultimate Boulderash Bike.

StarFighter is a fast-paced, mission driven action flight game. Blast your opponents in a series of missions on earth and off.

BC Racers is a stone age cartoon game of fast competition.

Choose
Your
Foe

Kaitan

Press start
to continue.

BattleSport

BattleSport from Studio 3DO is a 3D action game for the 3DO system. You may select a uniquely equipped battle-tank, choose an opponent, and prepare for the most ruthless 3D arena combat sport since Roman gladiators. The objective is to grab the moving ball and shoot it into the soccer-style goal, while avoiding destruction from the other battle-tank. Make your way through more than 50 different levels that include features such as jumps, multiple power ups, fake balls, and much more. In the tournament mode, you face different enemies that get tougher as you get better. You can race against the clock or you can play to a certain point

total. As you progress, you win money which can be used to buy new equipment and enhance your tank.

BattleSport includes multiple tanks and weapons, an original soundtrack in Dolby Surround Sound, venue selection in two player mode, and more in a real-time texture-mapped 3-D rendered universe of tanks, arenas, and intelligent individual opponents. This 1 or 2 player action game is set to be released in November of 1995.

BattleSport offers two player competitions (left) and one player action (right) as well as tournament play.

Coach Ditka is a remarkable person. The son of a railroad worker, he graduated Aliquippa High School as a three-sport star by playing basketball, baseball, and football. He continued this tradition of diversity when he played for the University of Pittsburg as an All-American. The coach played defensive end, linebacker, tight end, and as a punter—where he ranked among the best in the nation with a 40-yard average in his final three seasons.

In 1961, Ditka began his NFL career when the Bears made him their first round selection. That first year he was awarded NFL Rookie of the Year honors after catching 56 passes. After five more successful seasons with the Bears, Ditka was traded to the Philadelphia Eagles. After two years as an Eagle, he moved to Dallas to play as a Cowboy for another four years.

After 1972, Ditka retired, only to be hired as an offensive assistant and special teams coach where he remained for nine remarkable seasons. In 1981, Ditka became the head coach of his original team, the Chicago Bears. By the end of the 1992 season, Ditka had lead the Bears in a remarkable eleven seasons. These included a SuperBowl win, six NFC Central Titles, as well as five straight post-season appearances.

Now in his "retirement", Mike Ditka is a motivational speaker, an often seen late-night talk show guest, and a sports commentator for both the NFL and the PGA (he is an avid golfer) on the NBC Network. He has added one more facet to his resume which incorporates all the skills he has learned over the years. He stars in Digital Pictures' soon to be released multimedia title, Quarterback Attack With Mike Ditka.

Mike Ditka on QuarterBack Attack

Quarterback Attack is a first person POV (Point Of View) game designed for one or two players. The player becomes the quarterback, when the regular quarterback is injured. Every play is seen through the eyes of the quarterback and is reviewed through the eyes of the toughest coach of the league, Mike Ditka.

I had an opportunity to speak with Mr. Ditka about his role in the game and life in general.

3: Were you involved in the logic of the game, or basically the role playing?

Ditka: "Most of it was the role playing except that there has to be a script and there has to be a game idea. They brought me the script and a lot of it was changed to be much more realistic."

"I think it is a different concept totally of what people get when they play a game. Like I told people, if they don't like being hollered at, don't buy the game."

"We had some fun with it. There are a lot of things that maybe I would not have done to a young quarterback, but there are

a lot of things that I would have done. A lot of it is tongue in cheek and a lot of it is specific in compliment and criticism."

"I am an old believer that that doesn't kill anybody. I guess there is a time and place for it, but this is a game, we don't have any other time or place."

3: Would you do something like this again?

Ditka: "If it is warranted. If this goes over like we hope it does, certainly. I would be glad to—I loved it."

3: You worked directly with the script?

Ditka: "Yes, I think what they did was they asked, 'would you say that? I would say, 'Naw I would say this'. I don't know if I would do some of the things (to a rookie quarterback that are in there, but most of them."

3: This has got to be exciting to you, do you think you will get more kids involved in football this way?

Ditka: "I think it will give them a clearer concept of what it is all about. I believe it will give them a better understanding of the

Quarterback Attack with Mike Ditka is an in-your-face interactive game.

relationship between a player and a coach—it is not all bad and it is not all good, but it is realistic. I think dealing in realism is a little more important than dealing in fantasy all the time."

"They can see, from playing the game, that football would be fun. The strategy that is involved and the camaraderie involved because you are dealing and interacting with a lot of people, other than me. You deal with the other players that come on screen and they are talking to you as the quarterback."

"I think you will have a good showing and a very solid feeling about football. You might even get a good feeling about me too."

Quarterback Attack with Mike Ditka will be available for the 3DO system in November.

Quarterback Attack offers the humiliation of getting sacked (above left) as well as the thrill of seeing your pass expertly received (above right).

BRUTAL.

You're Dead Meat!

Standing naked on a glacier, munching on tribesmen, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage. With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Ripers.

With Shaking Carnage!

GoldStar
LG Electronics

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